

Neil Graham

Senior Product and UX Designer with well over 20 years experience, specializing in UX, motion and visual design in the areas of data visualization, fintech, military, digital agency production, and luxury real estate. Based in the greater Calgary area.

Experience

Senior User Experience Designer Uncharted Software

Aug 2023 - Sep 2024

- Designed a data visualization SaaS application that enhances collaborative computational modeling in various scientific domains, specifically epidemiology.
- Translated SME concepts and sketches into high-fidelity Figma prototype designs.
- Designed and presented prototyped user flows of new features and functionality.
- Maintained and expanded the design system and component library.
- Created animated micro-interactions with After Effects and Lottie.
- Provided design feedback and guidance to developers during implementation.
- Refined front-end code, ensuring the finished product aligned with our designs.

Senior Product Designer General Dynamics Mission Systems - Canada

May 2021 - Aug 2023

- Redesigned a legacy military communications applications suite.
- Leveraged research to prioritize features and design enjoyable experiences
- Redesigned logos, iconography and visual branding of the applications suite.
- Drafted, summarized, and refined Human Factors Engineering documentation.
- Maintained and expanded the design system and component library.
- Created high fidelity prototypes and scenarios for user testing sessions.
- Provided design feedback and guidance to developers during implementation.
- Drafted detailed stories and tasks for monthly agile sprint planning.
- On contract with C4i Training & Technologies.

Product Designer ATB Financial

Jun 2018 - Mar 2021

- Designed enterprise financial software, including a CRM solution tailored for managing diverse customer types, activities, products, and financial data.
- Ongoing feedback from ATB team members was overwhelmingly positive—the applications are enjoyable to use, intuitive and efficient.
- Participated in UX discovery workshops, delivering user insights, identifying pain points, and prioritizing features aligned with business goals.
- Created high fidelity prototypes and scenarios for user testing sessions.
- Maintained and expanded the design system and component library.
- Provided design feedback and guidance to developers during implementation.

Sr. Motion / User Interface Designer ATB Financial

Sep 2008 - Jun 2018

- Created storyboards, animations, videos, and user UI design for various channels.
- Collaborated closely with project managers, creative directors, and other stakeholders to effectively manage multiple projects and timelines.
- Engaged with internal clients to develop impactful concepts and campaigns.

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Education

Bachelor of Fine Arts

Emily Carr Institute
of Art and Design

Bachelor of Fine Arts

University of Manitoba

Certificates

Certified UX Designer

Akendi

Verified Certificate, Intro to Web Accessibility

edX

Skills

Agile methodology
Creative direction
Design systems
Heuristic evaluation
High-fidelity prototypes
Human-centered design
Illustration
Micro-interactions
Storyboards
Wireframes / User flows

Adaptability
Collaboration
Creative thinking
Critical thinking
Effective communication
Empathy
Precise attention to detail
Problem-solving
Research and iteration
Storytelling
Time management

After Effects, Axure,
Blender, 3ds Max, CSS /
HTML, Figma, Illustrator,
InDesign, InVision, Lottie,
Photoshop, Premiere,
Sketch, VS Code

References available
upon request.

Sr. Motion / User Interface Designer

B3 Communications

Jan 2005 - Jun 2008

- Led creative direction and produced design assets, including wireframes, mockups, animations, and motion graphics for web and interactive projects.

Motion / User Interface Designer

RealWorld Media

Jul 2000 - Jan 2005

- Designed websites, interactive apps, print materials, and motion graphics, specializing in concept creation, storyboards, and 3D animation for film and TV.